**Civics – Design Game Challenge!**

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Create a game that uses the background information (20 FACTS MINIMUM) from topics we have discussed in class.

Just about ANY kind of game will work...memory, matching, board game, spinner games, role-playing, card games...

Just think of your favorite card or board games and design it like that!

THERE IS A RUBRIC ON THE BACK (20 FACTS MINIMUM)...but here are big items to consider:

Game rules/instructions (how do you play, start, advance, take turns, right?, wrong?)

Game pieces/accessories (how many players, where do they go...)

Game board/structure (movement during the game, start and end points)

Game topics to choose from:

**Legislative Branch (Chapter 5)**

**Executive Branch (Chapter 6)**

**Judicial Branch (Chapter 7)**

**Bill of Rights (Chapter 4)**

**Federalism (Chapter 3)**

**How a Bill Becomes a Law (Chapter 5)**